Studio II
Home TV Programmer

TV Arcade II

Fun With Numbers
Instructions

Guess the Number (1 Player)
Guess the Number (2 Players)
Reverse (1 Player)

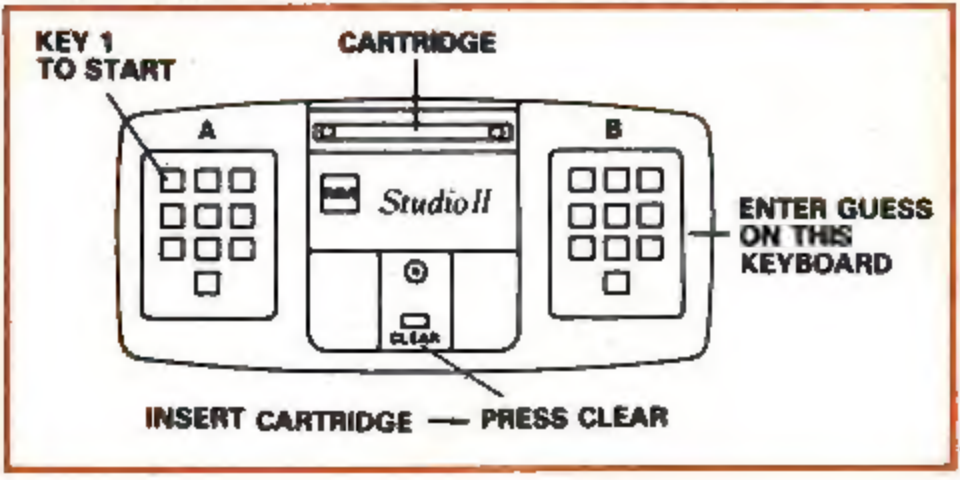
This plug-in cartridge contains three number games, or puzzles, that will provide endless hours of challenging, mentally stimulating entertainment for all members of the family.

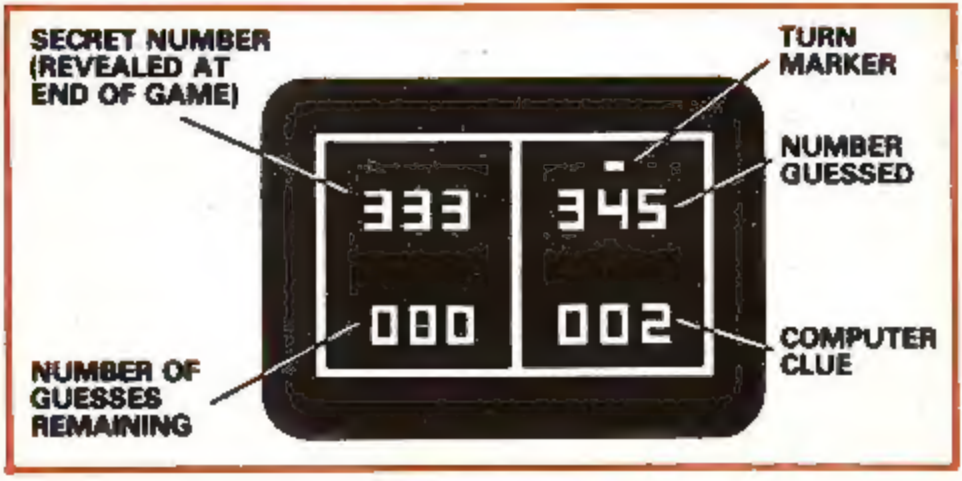
Cartridge 18V401

RCA

Guess the Number —1 Player

Guess the Number—(1 Player) is a puzzle-game between you and the computer. The Studio II computer will randomly determine a secret three-digit number (6-2-4, 3-8-7, 9-0-5 etc.) Your challenge is to exactly guess this number in 20 turns or less. Each time you make a guess, the computer gives you clues to help you with your next guess. If, after you have used your 20 guesses and have not found the secret number, the game is over and the computer will reveal the secret number.





1. Insert FUN WITH NUMBERS cartridge into the Studio II console. Press CLEAR key.
   Press Key #1 on Keyboard A.
2. • The number of turns you have left appears at the lower left of the screen.
   • The guess you enter will appear at the right-center of the screen.
   • Clues from the computer will appear at the lower right of the screen. Note the clue quickly, since it will appear on the screen for only a short time.
3. Enter your 3-digit guess on Keyboard B. The computer will evaluate your guess, and provide you with a clue to help you with your next answer. Analyze your clue as indicated under *Computer Clues*.
4. After a few seconds, the clue and the number you guessed will disappear, the number of guesses you have remaining will be reduced by one, and you are ready to enter (on Keyboard B) your next guess. The game is ended when you guess the computer's secret number (clue score of 006 and beeping tone), or when you've used all your 20 guesses.

Computer Clues

The clues are in the form of a number, from 000 to 006, the sum which represents a combination of the following:

000—None of the digits are correct

001—one digit is correct but is not in the proper position

002—one digit is correct and is in the proper position, or two digits are correct, but both are in the wrong position.

*003—any feasible combination of the above clues (except 000)

004—any feasible combination of the above clues (except 000)

005—any feasible combination of the above clues (except 000)

006—YOU GUESSED IT

*For example, 003 could represent 3 digits correct but none in the proper position or 2 digits correct, one of which is in the proper position and one of which is in the wrong position .

You may be fooled!

Different combinations can result in the same clue. For example: One correct digit in the proper location will provide a clue of "002". But, two digits correct but both in the wrong location will also provide a clue of "002".

Hints

- The secret number may have two or even three of the same digits.
- Don't forget, "0" is a number.
- The computer clue total is based on each digit in your guess, and at times this can result in a real puzzler. For example, if the secret number is 3-4-5, and you enter 3-3-3, the clue will be 004. This is because your clue includes 2 points for having 3 in the right position, and 1 point each for entering the other two 3's which are

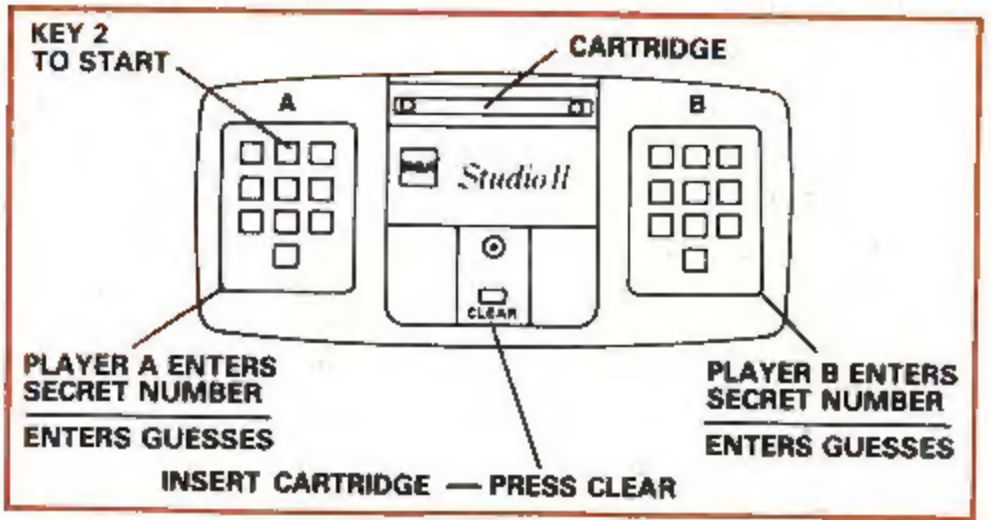
part of the secret number, but in the wrong location.

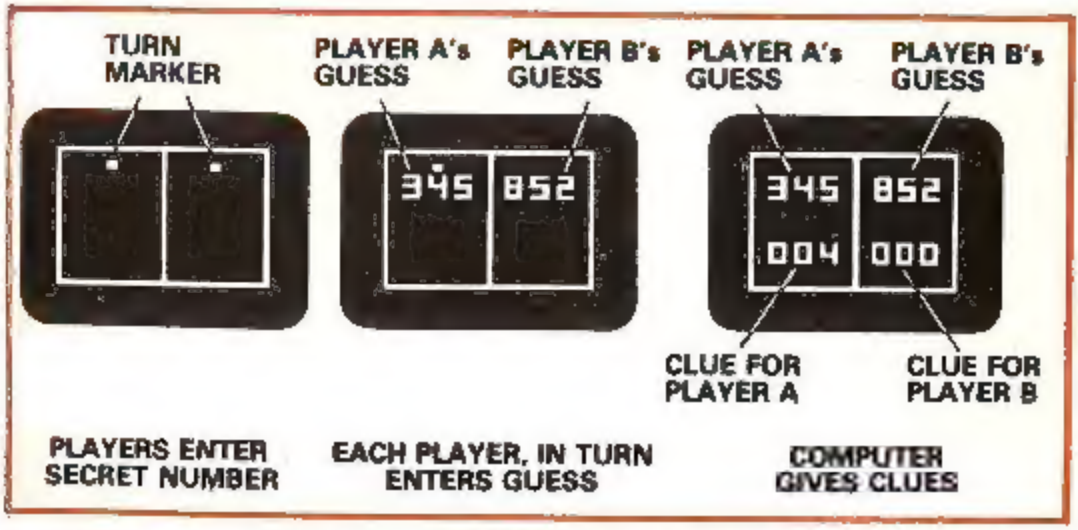
- The computer selects its secret numbers at random. Some are easier to guess than others.
- Develop your own logic, or technique, to guess the number in the fewest turns.

Note: *Press the CLEAR key before removing the cartridge.*

Guess the Number—2 Players

This is a two-player game-puzzle, similar in principle to the one player game. Each player thinks up his or her own three-digit number, and enters it into the computer without the opponent watching. The challenge is to be first to guess the opponent's secret number. Clues are provided by the computer to help you guess your opponent's number.





1. Insert FUN WITH NUMBERS cartridge into the Studio II console. Press CLEAR key.
   Press Key #2 on keyboard A.
2. First player enters secret 3-digit number (383, 402, etc.) on keyboard A. Be sure the other player isn't looking. The number will not be shown on the TV screen.
3. Now the second player enters his or her secret number on keyboard B.
4. The marker on the left side of the TV screen means it is Player A's turn. Player A enters a 3-digit guess on keyboard A.
5. The marker will move to the right side of the screen, and Player B enters a 3-digit guess.
6. Now the computer will provide clues to help both players with their next guess. Note the clues quickly, since they will appear on the screen for only a short time. Analyze the clues

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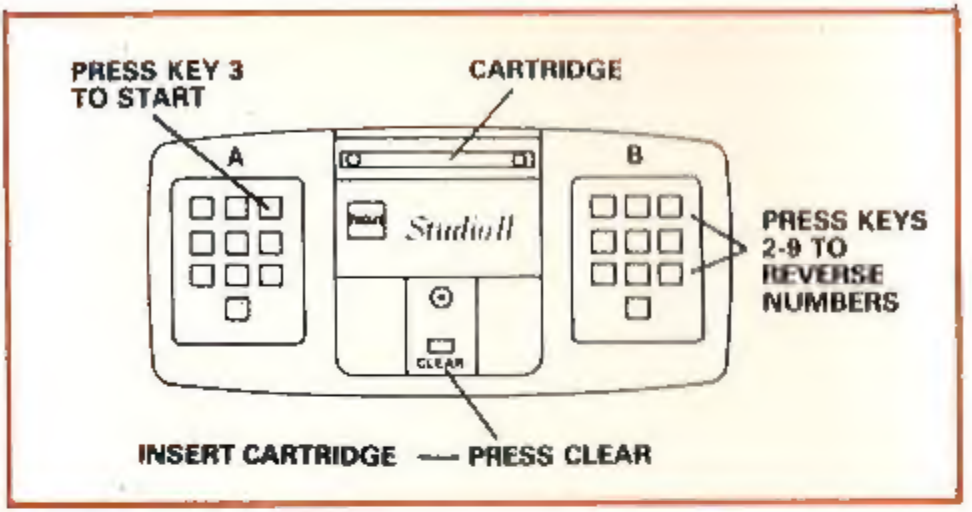
in the same manner as for the single player game.

7. After a few seconds, both guesses and clues will disappear and it will be Player A's turn to enter the next guess. The game continues until one player guesses the other's secret number; as indicated by a 006 clue, and a beeping tone.

Note: *Press CLEAR key before removing cartridge.*

Reverse

Reverse is an interesting, stimulating puzzle-game for one person, although others can join in by offering advice to the player. The computer provides a random scrambled sequence of the numbers from 1 to 9. The challenge is to rearrange these numbers to be in the sequence 1, 2, 3, 4, 5, 6, 7, 8, 9. This is done by reversing the order of selected groups of numbers. You are given 30 chances to do this, but your goal is to complete the puzzle in as few moves as possible. You must think hard and study the problem carefully to find a way to beat the system and obtain the best score. You can improve your technique and obtain better scores with practice. Test your skill against experts who can solve this puzzle in 14 moves or less.



1. Insert the FUN WITH NUMBERS cartridge into the Studio II console. Press CLEAR key.
   Press Key #3 on Keyboard "A".
2. The scrambled series of numbers will appear at the top of the screen, and the number of moves remaining will be at the bottom of the screen (starting with 30).

3. To change the number sequence, press any one key, 2 through 9, on keyboard B.

   Key #2 reverses the order of the first two numbers (starting at left).

   Key #3 reverses the order of the first three numbers (starting at left).

   Key #4 reverses the order of the first four numbers (starting at left).

   Key #5 reverses the order of the first five numbers (starting at left).

   Key #6 reverses the order of the first six numbers (starting at left).

   Key #7 reverses the order of the first seven numbers (starting at left).

   Key #8 reverses the order of the first eight numbers (starting at left).

   Key #9 reverses the order of the first nine numbers (starting at left).

   Example: If the numbers to be unscrambled is 8 3 6 4 2 9 5 7 1, and you press key #6 on Keyboard B, your new number would be 9 2 4 6 3 8 5 7 1.

4. Continue pressing the keys two through nine on Keyboard "B", carefully selecting the keys so that you are working toward arranging the numbers in 1, 2, 3, 4, 5, 6, 7, 8, 9 sequence. Each time you reverse a group of numbers, your number of remaining turns is reduced by one. Remember the object is to use the least number of turns to arrange the numbers in proper sequence.

Note: *Press CLEAR key before removing the cartridge.*

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